



TRAGEDY LOOPER

NEW TRAGEDIES

RULEBOOK

INTRODUCTION

Some of you are able to travel back in time and have become the Protagonists of stories that unfold terrible tragedies.

You need to discover a way to stop the tragedies from occurring by discerning the hidden patterns, revealing the evil plots at work, and discovering the roles of the characters.

But there is a Mastermind whose sole purpose is to unfold these tragedies.

Can you stop the tragedies before you run out of time?!



WIZK!DS™

GOALS

Welcome to *Tragedy Looper*, a time-loop deduction board game. One player, the Mastermind, will unfold a mystery while the Protagonists try to figure out what is going on. This game is for 2-4 players, but the rules are written for 4 players: 3 Protagonists cooperating against 1 Mastermind. Rules for 2 and 3 players can be found on page 15.

Goal for the Protagonists

Your goal is to break out of the time loop maze and create a happy future. But you don't know who is who, you don't know what is what, and you don't even know how to win! However, you have the ability to travel back in time so you can replay the same Script multiple times!

The Script remains the same; Gather information each time you travel back in time: figure out which Plots are active, what Secret Roles are in play. If you can survive a **single loop** without dying or causing a loss condition, you win the game!

Alternatively, if do not win by the end of the last loop, you have one final chance at winning: correctly naming each Character's Secret Role. (See Final Guess page 10.)

Goal for the Mastermind

Your goal is to trigger tragedies. You have all the information, but you have to win every single loop. And that means you have to adapt to the knowledge gained by the Protagonists. Being the Mastermind is more complicated than being a Protagonist, because you must keep all the Plots and Secret Roles in your mind in order to play out your plan smoothly. And when the Protagonists lose every loop, the taste of victory is so much sweeter!

Simply, the Mastermind wins if they make the Protagonists lose in **every loop** (either by fulfilling any loss condition or by killing them), and the Protagonists fail the Final Guess.

TO BEGIN WITH

Tragedy Looper is a very deep game that can be enjoyed on many levels. However, the many decisions you're faced with can make your first few games quite challenging. If most of your players are new to the game, we recommend learning to play using the method below.

I. CHOOSE THE MASTERMIND

First, choose who will be the **Mastermind**. You should choose someone who has experience in game-mastering roleplaying games or who has played *Tragedy Looper* before. The Mastermind should read through this document and the Mastermind's Handbook. The Protagonists may also want to read through this document to grasp the concepts of the game.

II. USE THE "GAME TEACHING GUIDE"

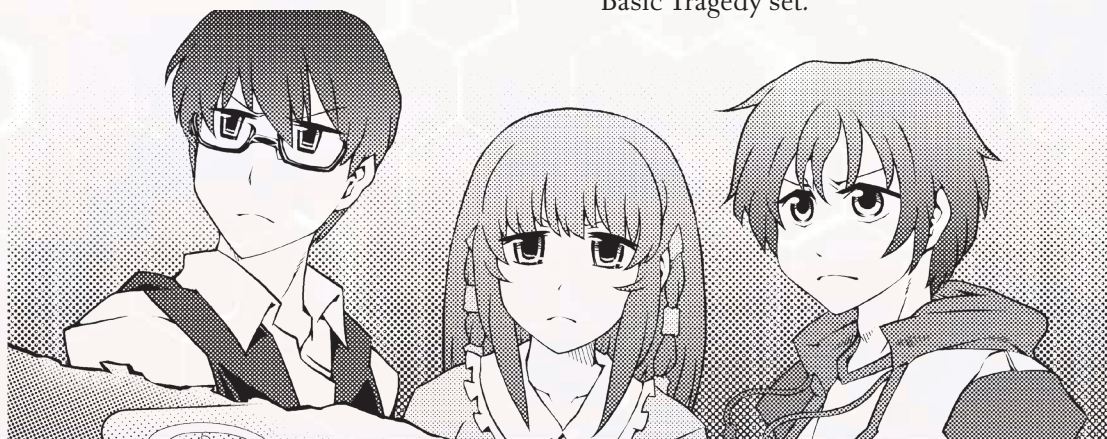
It's best if the **Mastermind** learns and explains the game. The Mastermind's Handbook includes a "Game Teaching Guide" (pg. 2) to help teach the other players.

III. START WITH THE "FIRST STEPS" SET

A **Tragedy Set** is a collection of Plots, Secret Roles, and Incidents (which will be explained later). The first Tragedy Set is called "First Steps." In the Mastermind's Handbook, there are 2 pre-written Scripts using this set. If the Mastermind has not played before, we recommend using "The First Script" (pg. 8), which includes suggestions to help play out the Script.

IV. CONTINUE WITH THE "BASIC TRAGEDY" SET

Once you've played a couple of games with the First Steps set, you'll be ready to take on the "Basic Tragedy" set, which includes more Plots, Secret Roles, and Incidents. The Mastermind's Handbook includes 11 Scripts using the Basic Tragedy set.



COMPONENTS OVERVIEW

This section describes the layout of the game and introduces you to the board, cards, and tokens you'll be using.

1 GAME BOARD

The Game board consists of Locations and a Data Track.

The 4 **Locations** show where the game takes place: the Hospital, the Shrine, the City, and the School. The Protagonists will interact with these Locations throughout the game, but the Protagonists themselves are not physically represented by any means.



Note: the Locations do NOT wrap around the board.

The **Data Track** keeps track of what day it is, when Incidents happen, and how many times you've looped.

30 CHARACTER CARDS

In *Tragedy Looper*, the tragedy isn't limited to just the Protagonists. There are a total of 30 different non-player Characters that can take part, represented by Character cards.

Characters have special abilities they'll use to help the Protagonists if they form Goodwill bonds with them. For example, the Informant will reveal secret information. However, that's not all they are. Depending on the Script, some Characters may have Secret Roles -- they might be the key person who triggers a tragedy, or they might be the one orchestrating it.

At the start of each Script, the Protagonists have no idea which of the Characters carries what secret. You have to experience the story, loop after loop, and come to conclusions based on the knowledge you gain.

Delving into the details

ABOUT CHARACTERS AND CORPSES

Whether a Character is alive or dead is shown by how the card is laid on the board. A living Character is placed vertically and a dead Character is placed sideways. A dead Character is a "corpse" and cannot use any abilities, does not have any traits, and is not considered a Character. Any Goodwill tokens remain where they are. There is one Character in the game who can resurrect corpses.



ALIVE



DEAD

EXAMPLE: Shrine Maiden Card

1. Character Name
2. Traits: These are usually referenced by Characters.
3. Locations: The starting Location is highlighted in white. Multiple highlights means that Character can start in any of those Locations. A red X in a Location means that Character can never go to that Location.
4. Unease Limit: This is the number of Unease tokens that Character needs to start panicking and potentially triggering Incidents. (Note: A Character can have more Unease tokens than their limit.)
5. Abilities: These are the abilities that Character possesses which (usually) help the Protagonists.

Goodwill Abilities: If a Character has at least the number of Goodwill tokens on it shown for the ability, that ability could be activated by the Protagonists. Using an ability does not remove Goodwill tokens. Some abilities can only be used once per loop. In the special circumstance where a Mastermind can use a Goodwill ability, these limitations apply to them as well.

Passive Abilities: These are always in effect and are resolved by the Mastermind.

Script Creation: Rules to abide by when creating a Script using this Character.



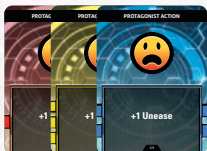
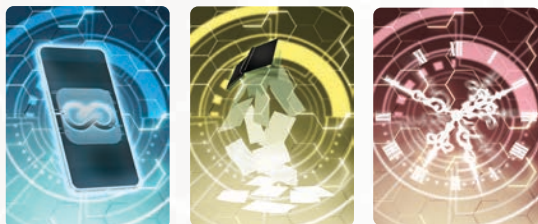
34 ACTION CARDS

Both Protagonists and Mastermind will play action cards on Characters and Locations.

All Protagonists have the same set of Action cards but each set will have a different back so you can see who played what card. The Mastermind has a different set of Action cards and a unique back to those cards.

By playing these action cards, you will change the situation on the board. Characters will move around, and their Goodwill, Unease, and Intrigue will change.

PROTAGONIST CARDS



Unease +1

Place 1 Unease token on this Character. If together with a Forbid Unease, the Forbid takes precedence and nothing happens. If together with an Unease -1, the +1 goes first. Placed on a Location, nothing happens.



Unease -1

Remove 1 Unease token from this Character. If together with a Forbid Unease, the Forbid takes precedence and nothing happens. If together with an Unease +1, the +1 goes first. Placed on a Location, nothing happens.



Goodwill +1

Place 1 Goodwill token on this Character. If together with a Forbid Goodwill, the Forbid takes precedence and nothing happens. Placed on a Location, nothing happens.



Goodwill +2

Place 2 Goodwill tokens on this Character. If together with a Forbid Goodwill, the Forbid takes precedence and nothing happens. Placed on a Location, nothing happens.



Forbid Intrigue

If on the same Character or Location with an Intrigue +1 or +2, the Forbid takes precedence and nothing happens. However, if 2 or more Protagonists have played Forbid Intrigue on the same day (no matter where on the Game board), they nullify each other.



Movement - Vertical

This Character moves either up or down. If together with another vertical movement, it's still a vertical movement (they do not nullify each other). If together with a horizontal movement, they combine to form a diagonal movement. If together with a diagonal movement, they combine to form a horizontal movement. If placed on a Location, nothing happens.



Movement - Horizontal

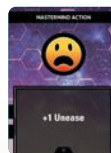
This Character moves either left or right. If together with another horizontal movement, it's still a horizontal movement (they do not nullify each other). If together with a vertical movement, they combine to form a diagonal movement. If together with a diagonal movement, they combine to form a vertical movement. If placed on a Location, nothing happens.



Forbid Movement

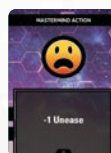
If on the same Character with a Movement card, the Forbid takes precedence and nothing happens. If placed on a Location, nothing happens.

MASTERMIND CARDS



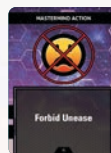
Unease +1

Place 1 Unease token on this Character. If together with an Unease -1, the +1 goes first. If placed on a Location, nothing happens. The Mastermind has 2 of these.



Unease -1

Remove 1 Unease token from this Character. If together with an Unease +1, the +1 goes first. If placed on a Location, nothing happens.



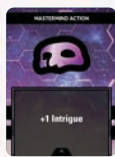
Forbid Unease

If on the same Character with an Unease +1 or Unease -1, the Forbid takes precedence and nothing happens. If placed on a Location, nothing happens.



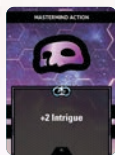
Forbid Goodwill

If on the same Character with a Goodwill +1 or Goodwill +2, the Forbid takes precedence and nothing happens. If placed on a Location, nothing happens.



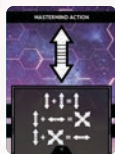
Intrigue +1

Place 1 Intrigue counter on this Character or Location. If together with a Forbid Intrigue card, and only one Forbid Intrigue card is played this day, the Forbid takes precedence and nothing happens.



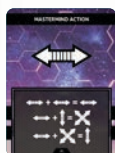
Intrigue +2

Place 2 Intrigue tokens on this Character or Location. If together with a Forbid Intrigue card, and only one Forbid Intrigue card is played this day, the Forbid takes precedence and nothing happens.



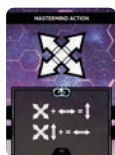
Movement - Vertical

This Character moves either up or down. If together with Forbid Movement, the Forbid takes precedence and nothing happens. If together with another vertical movement, it's still a vertical movement (they do not nullify each other). If together with a horizontal movement, they combine to form a diagonal movement. If placed on a Location, nothing happens.



Movement - Horizontal

This Character moves either left or right. If together with Forbid Movement, the Forbid takes precedence and nothing happens. If together with another horizontal movement, it's still a horizontal movement (they do not nullify each other). If together with a vertical movement, they combine to form a diagonal movement. If placed on a Location, nothing happens.



Movement - Diagonal

This Character moves diagonally. If together with Forbid Movement, the Forbid takes precedence and nothing happens. If together with a horizontal movement, they combine to form a vertical movement. If together with a vertical movement, they combine to form a horizontal movement. If placed on a Location, nothing happens.

26 SCRIPT CARDS

Each Script has 2 cards, marked with the same number on the back of the card and to which set of players it belongs to. One card is for the Protagonists and contains public information about the Script. The other card belongs to the Mastermind and has secret information about the Script.

118 TOKENS

We have seen tokens that are placed on Characters and Locations through the use of Action cards. There are a few others that are placed on the Data Track to track various information.



Loop Marker This is used to mark what loop the game is currently on.



Day Marker This is used to mark which day it is.



Incident Markers These are used to mark days when something will happen.



Extra Tokens These are tokens to use for whatever strange extra rules some Script writers may come up with. (Not used in the pre-made Scripts included with this game.)

HOW TO READ THE SCRIPT CARD

1. Script Title

2. Main Plot and Subplot(s)

Each Script in the "First Steps" set contains one Main Plot and one Subplot.

When you start using the Basic Tragedy set, each Script will have 2 Subplots.

3. Characters and Secret Roles

A list of which Characters are in this Script, and what Secret Roles they each have. A number in parentheses indicates their loop number appearance in the Script.

4. Incident Schedule and Culprit

A list of what Incidents may happen on what day, and which Character is responsible for it. No Character can be the culprit for two Incidents.

5. Tragedy Set

What set this Script uses, meaning what possible Plots could be active.

6. Number of Loops

The maximum number of times the Protagonists may loop (replay the Script) before the game ends. This is usually 3-4.

7. Days per Loop

The number of days (turns) in each loop. This is usually 6-8.

8. Special rules

If the scenario follows special rules, these will be listed here.



Secret Card -
This card is for the Mastermind only



Open Card -
This card is given to the Protagonists

And finally, some other components to mention.



Leader Card (1)

This is used to mark which Protagonist is the current group Leader. It sits in front of the current Leader, and each turn, it passes to the player on the left.



Extra Cards (4)

These are here to be used for whatever strange extra rules some Script writers may come up with.



Reference charts (4)

Double sided, these contain a breakdown of all the Plots, Characters, Roles, and Incidents in the game based on which Tragedy Set is being used. A Protagonist's best friend in helping to figure out how to beat the Script. The Mastermind can use it as a reference to keep all the information they must juggle in one easy place.

GAME SETUP

There are basic steps to setting up but most of it will be determined by the Script being played.

Decide Script

We strongly recommend that you start with “The First Script” (as described in the Mastermind’s Handbook, pg.8). It uses the First Steps set, which is smaller than the Basic Tragedy set, so there’s less to keep track of.

Only the Mastermind can look up the Script in the Mastermind’s Handbook. The Protagonists should NOT read the Script, as it will ruin their enjoyment of figuring out what is going on.

Reveal Script Information

Give the Protagonists the appropriate Script card and the Mastermind takes the other corresponding Script card.

Build the Stage

The Mastermind should handle most of the setup.

- Place the Game board in the middle of the table.
- On the Data Track, place the Loop token on the number specified by the Script. If there is a choice in the number of Loops, the Mastermind chooses how many Loops there will be. Place Incident tokens on each day when an Incident occurs, as specified by the Script. Place the Day token on Day 1.
- Give each Protagonist a set of Action cards. Decide who will be the first Protagonist Leader in any suitable fashion. The player who has played the most *Tragedy Looper* will do nicely. That player gets the Leader card.
- The Mastermind gets their own unique set of Action cards.

Set Table Talk

This indicates whether the Protagonists may assist each other during the game or not. If set to “off,” the Protagonists are limited in what they can say during the game, except in between loops (see “Time Spiral” pg. 10). How limited they are is up to the players (all players) to agree on, but a typical limitation is to not allow Protagonists to tell (or show) other Protagonists what Action cards they are going to play.

FLOW OF ONE LOOP

Each Script has a set number of loops. If this number is 3 for example, then the Protagonists can only play through the Script 3 times (meaning they can rewind up to twice).

Note: Some might argue against calling the first playthrough a “loop.” but thematically the Protagonists already know what Incidents will happen, so we can assume they’ve already rewound at least once before the game began.

The Script also determines how many days there are in each loop. A “day” in this game is translated to one round, where every player gets one turn each. When one day (round) has ended, the next day begins and so on.

Simplified, each day is as follows: All players play cards facedown on Characters or Locations. Then all cards are resolved at the same time. After that, special abilities are activated and then Incidents happen. Then the next day begins.

But the timing is important enough that we get a little nine step list instead. The Mastermind controls all neutral aspects of the game.

1. Day Start – Morning [Mastermind]
2. Mastermind plays 3 Action cards facedown [Mastermind]
3. Protagonists each play 1 Action card facedown [Protagonists]
4. Cards are resolved [Mastermind]
5. Mastermind abilities [Mastermind]
6. Leader uses Goodwill abilities [Protagonist Leader and Mastermind]
7. Incidents happen [Mastermind]
8. Switch Leader [Protagonists]
9. Day End – Night [Mastermind]

It looks like a lot, but it’s not; it’s only the timing that’s important. For the Protagonists, it’s exceedingly simple: first each Protagonist plays a card facedown, and then the Leader chooses whether to use one or more Goodwill abilities or not. But let’s go into the details of each of these steps.

1. Day Start – Morning

[Mastermind handles this]

Some Scripts or Secret Roles have effects that trigger at [Day Start]. These happen at this step.

2. Mastermind plays 3 Action cards facedown

[Mastermind handles this]

The Mastermind chooses 3 cards from their hand and plays them facedown on any Location(s) or Character(s) they choose. They cannot play more than 1 card on any Location or Character.



The Mastermind places cards on the Shrine, the School, and the Police Officer.

3. Protagonists each play 1 Action card facedown

[Protagonists handle this]

Starting with the Leader and proceeding clockwise, each Protagonist chooses 1 of their cards and plays it facedown, like the Mastermind, onto any Location or Character. Each Protagonist will play only 1 card. The Protagonists are allowed to play a card on a Location or Character that the Mastermind played on, but they're not allowed to play a card where another Protagonist has played.



Continuing the action from the example above, the Protagonists play cards on the Shrine Maiden, the Shrine, and the Informant.

Delving into the details

PLACING ACTION CARDS ON THE BOARD

Actions can be played on Characters and Locations. Since Locations can only receive Intrigue tokens, the only cards that have an effect on Locations are "Intrigue +1" and "Intrigue +2" for the Mastermind, and "Forbid Intrigue" for the Protagonists. However, you can still place other cards on Locations; they just won't have any effect other than acting as bluffs—which only the Mastermind will want to do.




4. Cards are Resolved

[Mastermind handles this]

The Mastermind reveals all 6 facedown Action cards at the same time, then resolves them in the following order:

1. Forbid Movement cards.
2. Movement cards.
3. Other Forbid cards.
4. Other remaining Action cards.

“Forbid” cards cancel the effects of Action cards of the same type if on the same Character or Location.. These cards do not affect Characters’ Goodwill abilities or abilities granted by Secret Roles, Plots, or Incidents.

After all cards have been resolved, they return to their owners’ hands, except the cards with the “once per loop” icon . These are placed faceup in front of their owners so that everyone can see they can’t be used again this loop.



The cards are revealed.



State of game after cards are resolved. An Unease token was added to the Informant while a Goodwill token was added to the Shrine Maiden. The Police Officer moves up to the Shrine. Note the “Unease +1” on the School and the Shrine were bluffs.

5. Mastermind Abilities

[Mastermind handles this]

Here, the Mastermind can use Secret Role or Plot abilities that have [Mastermind Ability] timing. If several can be used, the Mastermind can use them all. If a Character has more than one ability, the Mastermind can still use them all. However, what’s important here is that the Mastermind only announces the result – not which Character(s) triggered it or what actually happened.

Some abilities are Mandatory. This means that the ability must be applied if the conditions are met. If several abilities that should happen at the same time conflict, Mandatory abilities happen before Optional abilities.

Some other abilities are Optional. This means that the ability may be applied if the conditions are met, after all Mandatory abilities have been resolved. If several Optional abilities that should happen at the same time conflict, the Mastermind chooses freely in which order to apply them.

Also note that some abilities or effects that the Mastermind uses do not have this timing, but instead has the [Day End], [Loop End] or [Script Creation] timing related to different Secret Roles or Plots. Some Characters also have “passive” abilities described directly on their card.

Delving into the details

WHAT THE MASTERMIND SHOULD OR SHOULD NOT SAY

When the Mastermind uses abilities or resolves effects, they should not say why these effects happen, what Character or what Secret Role triggered the result, or if it's a Plot rule or a Character effect or whatever.

However, if the Protagonists lose because they are killed, they are informed that they are killed, not just that they lost. If they lose because of a Plot rule or ability, they are just told that they have lost.

SOME EXAMPLES:

[WRONG]: I use the Henchman’s Secret Role ability of the Brain to place an Intrigue token on the Shrine Maiden.

[RIGHT]: Something weird happens to the Shrine Maiden, and she gets an Intrigue token.

[WRONG]: Too bad, folks, the Rich Student was the Loved One so you all die!

[RIGHT]: I’m sorry to announce that you are all dead.


6. Leader Uses Goodwill Abilities

[Protagonist Leader and Mastermind handle this]

At this point, the Protagonist Leader can use any abilities the Plot states they can use, including Character Goodwill abilities. To use a Goodwill ability, that Character must have enough Goodwill tokens. The Protagonist Leader announces aloud what ability they wish to use and the target (most Goodwill abilities have some sort of target).

However, it's the Mastermind who resolves the effect because some Secret Roles include a "Goodwill Refusal" restriction that can prevent the Character from using their ability. Note: Goodwill Refusal only affects the Character with that Secret Role; other Characters can still use their abilities on the restricted Character.

If the Protagonist Leader chooses a Character with Optional (or Mandatory) Goodwill Refusal, the Mastermind may (or must) say that "nothing happens." This still counts as if the ability was used. Note that whenever a Character refuses to use a Goodwill ability, that gives a clue to their Secret Role.

If the Leader wants to use several abilities, they may do so, in any order they wish. If a Character has several abilities, the Leader may use all of them. However, each ability can only be used once per day, and for each use, the Mastermind must say if it happens or not. Also, some abilities can only be used once per loop as indicated by .

Some abilities are "passive" or will bring extra tokens into play. The rules for those abilities are printed directly on the card.

Finally, remember that Goodwill tokens are not removed when a Goodwill ability is used (and/or refused).



7. Incidents Happen

[Mastermind handles this]

At this point, the Script's scheduled Incidents might happen. If no Incident is scheduled for this day, then just skip this step.

If an Incident is scheduled to happen, the Mastermind checks if the below conditions are met:

1. The Incident's culprit is still alive AND
2. The culprit has Unease tokens equal to or greater than their Unease limit (they are in state of panic)

If either condition is **unfulfilled**, the Mastermind states that "no incident happens."

If **both** conditions are met, the Mastermind declares that the Incident happens and resolves it, again without revealing who did it (though it might be obvious). In case there is some sort of choice of who or what the Incident affects, the Mastermind decides.

Please note that if there are some extra conditions that need to be met in order for an Incident to happen (like the "Hospital Horror" Incident, which requires that the Hospital has Intrigue tokens), and they are not fulfilled, the Mastermind must still declare that the Incident occurs, but nothing happens.

For example, the Mastermind can say, "A murder almost took place, but something prevented it."

Note: The Police Officer's first Goodwill ability would work in this case.

8. Switch Leader

At this point, the Leader card is handed to the next Protagonist in turn order.

9. Day End – Night

[Mastermind handles this]

Same as Day Start; some Script rules or Secret Role abilities activate at [Day End].

Unless this was the last day of the loop, move the Day marker one step down and begin a new day from Day Start. If this was the last day of the loop, the Loop Ends.

LOOP END

Some things happen each time a Loop Ends. Most importantly, many loss conditions are checked at Loop End.

There are 3 ways for the loop to end:

- You've reached and played through the final day of the loop.
- The Protagonists have died.
- Some other Plot rule or effect causes the loop to end prematurely.

Once a Loop Ends, the Mastermind checks the loss conditions. If no loss conditions are met, the Protagonists win; you have managed to prevent a major tragedy from happening. Congratulations!

If even one loss condition is met, the Protagonists have lost. If this was not the final loop, you will travel back in time and prepare for the next loop (see Preparing for the Next Loop below).

If this was the final loop, the Protagonists have one last chance to win, by correctly guessing the roles of each Character (see Final Guess below).

PREPARING FOR THE NEXT LOOP

Before each new Loop, the following takes place:

1. Time Spiral and 2. Rewind

1. Time Spiral

The "Time Spiral" is when the Protagonists agree on a plan of action. If players have decided to set table talk to "off," this is the only point in the game where the Protagonists can talk freely. The more complicated the Script, the more time is needed here. Take care not to over-analyze and cover everything. Set a time limit of 5 minutes or 10 minutes.

Here, the Protagonists may also agree to skip the remaining loops and go directly to the Final Guess to win the game. However, once they have gone to the Final Guess, they can't loop anymore, so only do this if absolutely sure of all facts.

2. Rewind

- Remove all tokens from the Game board and the cards.
- Return all Characters back to the starting Location shown on their cards.
- If any tokens are needed to be placed at the start of the loop, place them now.
- Move the Loop token down one step and move the Day token back to Day 1.

FINAL GUESS

Even if the Protagonists have lost every loop, they have one final chance to win the game by using the knowledge they gained to figure out the Secret Roles of the Characters.

The Final Guess is done in this way:

1. Reset the Play Area

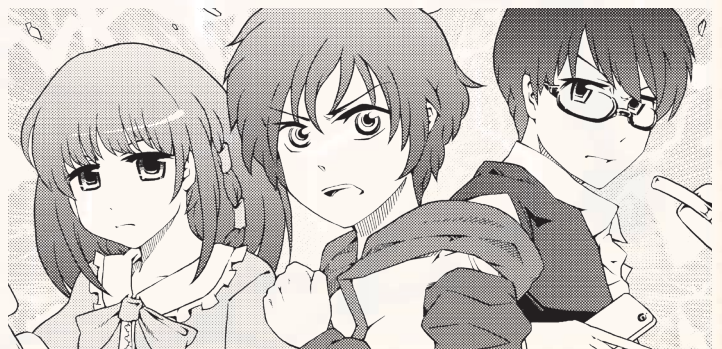
Reset the play area to the "start of loop" state to ensure that any possible Secret Role changes that occurred during the final loop are reverted back to their starting state.

- Return all Characters to their starting positions, alive.
- Remove all tokens.
- If the Extra gauge has been used, set it to 0.

2. Guess Each Character's Secret Role

After conferring with each other, the Protagonists go through the Characters one at a time (in an order of their choice) and guess each Character's Secret Role (or guess "Person" if a Character does not have a Secret Role).

After each guess, the Mastermind replies whether the Protagonists were right or wrong. If the guess was right, the Protagonists may guess the next Character. If they were wrong, they immediately lose the game. If the Protagonists successfully guess the Secret Role of every participating Character, they have outsmarted the Mastermind and win the game!



WHAT'S A TRAGEDY SET?

A "Tragedy Set" is a collection of Plots, Secret Roles, and Incidents that are used to create a Script. Put the other way around: the Tragedy Set limits the Plots, Secret Roles, and Incidents the Script writer can pick from. The Protagonists need to know what Tragedy Set is being used so they can try to figure out what Plots are active and what Secret Roles belong to which Characters.

The game contains two Tragedy Sets: "First Steps" and "Basic Tragedy." First Steps set contains 3 Main Plots, 3 Subplots, 8 Secret Roles, and 7 Incidents. The Basic Tragedy set contains 5 Main Plots, 7 Subplots, 12 Secret Roles, and 9 Incidents.

While some information overlaps between Tragedy Sets, it is important to understand that what is listed in each Tragedy Set section is specifically found in that Tragedy Set.

Note: Some Characters do not have a role with an ability and are just considered "Persons".

HOW TO READ THE PLOT LIST

FIRE OF THE AVENGER

Secret Roles:
Brain

Plot Rules:
At Loop End, if there are at least 2 Intrigue tokens on the Brain's starting Location, the Protagonists lose.

1. Plot Name

The name of the plot.

2. Secret Roles

This is a list of the Secret Roles included in the game if you use this Plot.

3. Plot Rules

List of rules that are added to the game if you use this Plot, including secret loss conditions for the Protagonists.



HOW TO READ THE SECRET ROLE LIST

MURDERER

Max Limit:
None

Optional Goodwill Refusal

Abilities:

[Optional] [Day End]
If the Key Person has at least 2 Intrigue and is in this Character's Location, you may kill the Key Person.

[Optional] [Day End] If this Character has at least 4 Intrigue, you may kill the Protagonists.

Appearance in Plot:
Premeditated Murder (M)

1. Role Name

The name of the Secret Role.

2. Max Limit

The maximum allowed number of Characters that can have this Secret Role.

3. Goodwill Reaction

Whether the Character with this Secret Role can or must refuse to use their Goodwill abilities.

4. Abilities

Extra abilities that are given to the Character that has this Secret Role.

5. Appears in Plots:

For reference, which Plot this Secret Role appears in: Main Plot (M) or Subplot (S).



HOW TO READ THE INCIDENT LIST

HOMICIDE

Effect:
One Character in the same Location as the culprit dies.

1. Incident Name

Name of the Incident.

2. Incident effect

What happens when this Incident is triggered.



FIRST STEPS

The First Steps set is a stripped-down Basic Tragedy set, designed to work as an introductory set for new players. In the Mastermind's Handbook there are 2 Scripts using this set. You can also experiment with creating your own Scripts that use this set (see Mastermind Handbook, page XX). It's designed to work with about 6-7 Characters, with each loop lasting about 4-6 days. This reduces the number of possible combinations in order to facilitate deduction, and also to cut down on game time.

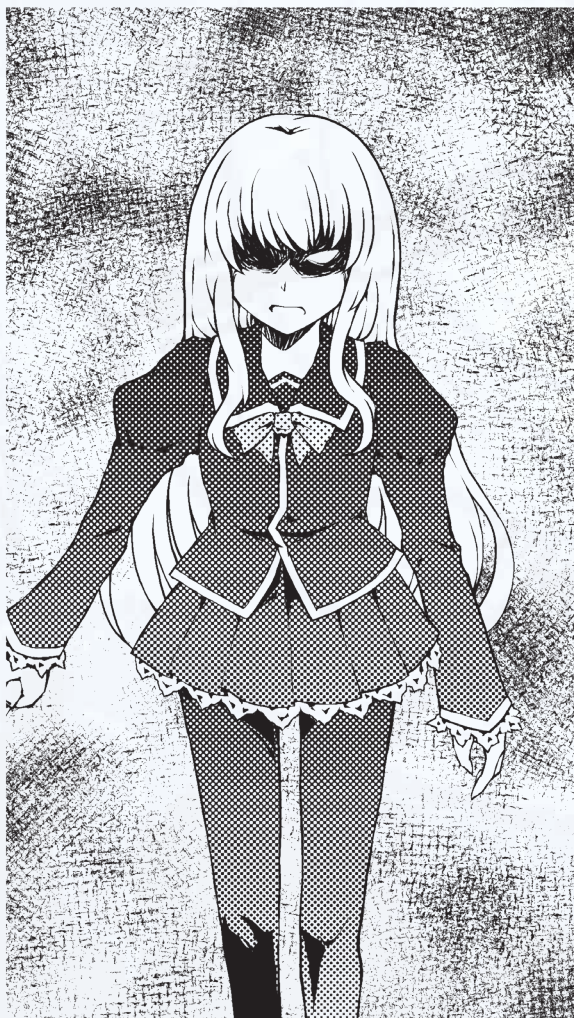
MAJOR RULE CHANGES

1. No Final Guess

There is no Final Guess in the First Steps set. If the Protagonists fail in every loop, they've lost.

2. Just 1 Subplot

When using this set, there is only 1 Subplot.



MAIN PLOTS (M)

Main plots are the core of the Script, normally containing the loss conditions. "You" refers to the Mastermind throughout.

A PLACE TO PROTECT

Secret Roles:

Key Person, Cultist

Plot Rules:

At Loop End, if there are 2 or more Intrigue tokens on the School, the Protagonists lose.

FIRE OF THE AVENGER

Secret Roles:

Brain

Plot Rules:

At Loop End, if there are 2 or more Intrigue tokens on the Brain's starting Location, the Protagonists lose.

PREMEDITATED MURDER

Secret Roles:

Key Person, Brain, Murderer

Plot Rules:

None



SUBPLOTS (S)

Plots that work in the Script's background. They might add other loss conditions or rules.

A HIDEOUS SCRIPT

Secret Roles:

Conspiracy Theorist, Friend, 0-2 Curmudgeons

Plot Rules:


None

AN UNSETTLING RUMOR

Secret Roles:

Conspiracy Theorist

Plot Rules:

[Optional]  You may add an Intrigue token to a Location of your choice.

SHADOW OF THE RIPPER

Secret Roles:

Conspiracy Theorist, Serial Killer

Plot Rules:

None



ROLES

What the Characters are hiding.

KEY PERSON

Max Limit: None

Abilities:

[Mandatory] [Always]
When this Character dies, the Protagonists lose.

Appears in Plots:

A Place to Protect (M),
Premeditated Murder (M)

BRAIN

Max Limit: None

Optional Goodwill Refusal

Abilities:

[Optional] [Mastermind Ability] You may place 1 Intrigue token on this Location or on any Character in this Location.

Appears in Plots:

Fire of the Avenger (M),
Premeditated Murder (M)

CULTIST

Max Limit: None

Mandatory Goodwill Refusal

Abilities:

[Optional] [Card Resolve] You may ignore all "Forbid Intrigue" effects on this Location and on all Characters in this Location.

Appears in Plots:

A Place to Protect (M)

FRIEND

Max Limit: None

Abilities:

[Mandatory] [Loop End] If this Character is dead, reveal its Secret Role, and the Protagonists lose.

[Mandatory] [Loop Start] If this Character's Secret Role has been revealed, it gets one Goodwill token.

Appears in Plots:

A Hideous Script (S)

MURDERER

Max Limit: None

Optional Goodwill Refusal

Abilities:

[Optional] [Day End] If the Key Person has at least 2 Intrigue and is in this Character's Location, you may kill the Key Person.

[Optional] [Day End]

If this Character has at least 4 Intrigue, you may kill the Protagonists.

Appears in Plots:

Premeditated Murder (M)

CURMUDGEON

Max Limit: None

Optional Goodwill Refusal

Abilities:

None

Appears in Plots:

A Hideous Script (S)

CONSPIRACY THEORIST

Max Limit: 1

Abilities:

[Optional] [Mastermind Ability] You may place 1 Unease token on a Character in this Location.

Appears in Plots:

A Hideous Script (S),
An Unsettling Rumor (S),
Shadow of the Ripper (S)

SERIAL KILLER

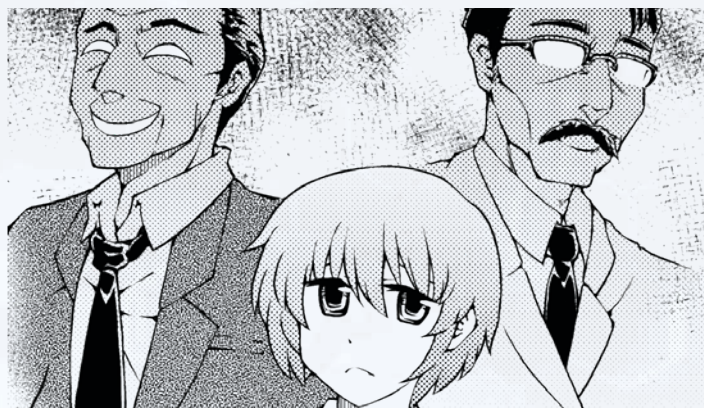
Max Limit: None

Abilities:

[Mandatory] [Day End] If there is exactly 1 other living Character in this Location, that Character dies. (Ignore corpses.)

Appears in Plots:

Shadow of the Ripper (S)



Delving into the details

ABOUT PROTAGONIST KILLS

Certain Secret Roles in the game, such as the Murderer, can kill off the Protagonists. If the Protagonists die, the Mastermind just tells them that they're dead (they don't tell them who killed them) and the loop ends immediately.

INCIDENTS

Accidents and horrors during the Script. Are they intentional or fated to be?

HOMICIDE

Effect:

One Character in the same Location as the culprit dies.

SUICIDE

Effect:

The culprit dies.

FARAWAY MURDER

Effect:

One Character with at least 2 Intrigue dies.

TRANSFER FRIENDSHIP

Effect:

Remove up to 2 Goodwill from any Character, then place those Goodwill on any other Character.

INCREASING UNEASE

Effect:

Place 2 Unease on any Character, then 1 Intrigue on any other Character.

HOSPITAL HORROR

Effect:

If the Hospital has at least 1 Intrigue, every Character in the Hospital dies. Also, if the Hospital has at least 2 Intrigue, the Protagonists die.

MISSING PERSON

Effect:

Move the culprit to any (legal) Location. Then place 1 Intrigue on that Location.

BASIC TRAGEDY

Basic Tragedy is the “normal” set for this game. But if you have not played *Tragedy Looter* before, familiarize yourself on how everything fits together by playing a few First Steps Scripts beforehand.

MAIN PLOTS

Main plots are the core of the Script, normally containing the loss conditions. “You” refers to the Mastermind throughout.

THE SEALED ITEM

Secret Roles:

Brain, Cultist

Plot Rules:

At Loop End, if there are 2 or more Intrigue tokens on the Shrine, the Protagonists lose.

CHANGING THE FUTURE

Secret Roles:

Cultist, Time Traveler

Plot Rules:

At Loop End, if the Butterfly Effect Incident has happened this loop, the Protagonists lose.

PREMEDITATED MURDER

Secret Roles:

Key Person, Brain, Murderer

Plot Rules:

None

SIGN WITH ME!

Secret Roles:

Key Person (must be a Girl)

Plot Rules:

At Loop End, if there are 2 or more Intrigue tokens on the Key Person, the Protagonists lose.

GIANT TIME BOMB

Secret Roles:

Witch

Plot Rules:

At Loop End, if there are 2 or more Intrigue tokens on the Witch's starting Location, the Protagonists lose.

SUBPLOTS

Plots that work in the Script's background. They might add other loss conditions or rules. The Subplots are comparatively easy to find out. The Mastermind should try to bluff their way through in order to gain a loop count.

CIRCLE OF FRIENDS

Secret Roles:

2 Friends, Conspiracy Theorist

Plot Rules: None

A LOVE AFFAIR

Secret Roles:

Lover, Loved One

Plot Rules: None

LURKING PSYCHOPATH

Secret Roles:

Friend, Serial Killer

Plot Rules: None

UNKNOWN FACTOR

Secret Roles: Factor

Plot Rules: None

AN UNSETTLING RUMOR

Secret Roles:

Conspiracy Theorist

Plot Rules:

[Optional] You may add an Intrigue token to a Location of your choice.

PARANOIA VIRUS

Secret Roles:

Conspiracy Theorist

Plot Rules:

All Persons become Serial Killers while they have 3 or more Unease.

THREAD OF FATE

Secret Roles: None

Plot Rules:

At Loop Start, place 2 Unease tokens on each Character (even a corpse) who had Goodwill tokens at the end of the previous loop.

SECRET ROLES

What the Characters are hiding.

KEY PERSON

Max Limit: None

Abilities:

[Mandatory] [Always] When this Character dies, the Protagonists lose.

Appears in Plots:

Premeditated Murder (M), Sign With Me! (M)

BRAIN

Max Limit: None

Optional Goodwill Refusal

Abilities:

[Optional] [Mastermind Ability] You may place 1 Intrigue token on this Location or on any Character in this Location.

Appears in Plots:

Premeditated Murder (M), The Sealed Item (M)

TIME TRAVELER

Max Limit: None

Abilities:

[Mandatory] [Always] This Character cannot die.

[Mandatory] [Card Resolve]

“Forbid Goodwill” on this Character is ignored.

[Optional] [Loop End] If this Character has 2 or less Goodwill at the end of a loop, you may declare a loss for the Protagonists.

Appears in Plots:

Changing the Future (M)

LOVER

Max Limit: None

Abilities:

[Mandatory] [Always] If the Loved One dies, this Character gets 6 Unease.

Appears in Plots:

A Love Affair (S)

MURDERER

Max Limit: None

Optional Goodwill Refusal

Abilities:

[Optional] [Day End] If the Key Person has at least 2 Intrigue and is in this Character's Location, you may kill the Key Person.

[Optional] [Day End] If this Character has at least 4 Intrigue, you may kill the Protagonists.

Appears in Plots:

Premeditated Murder (M)

CULTIST

Max Limit: None

Mandatory Goodwill

Refusal

Abilities:

[Optional] [Card Resolve]

You may ignore all “Forbid Intrigue” effects on this Location and on all Characters in this Location.

Appears in Plots:

Changing the Future (M), The Sealed Item (M)

SERIAL KILLER

Max Limit: None

Abilities:

[Mandatory] [Day End] If there is exactly 1 other living Character in this Location, that Character dies. (Ignore corpses.)

Appears in Plots:

Lurking Psychopath (S),

Paranoia Virus (S) (under certain conditions)

WITCH

Max Limit: None

Mandatory Goodwill Refusal

Abilities:

None

Appears in Plots:

Giant Time Bomb (M)

INCIDENTS

Accidents and horrors during the Script. Are they intentional or fated to be?

FRIEND

Max Limit: 2

Abilities:

[Mandatory] [Loop End] If this Character is dead, reveal its Secret Role, and the Protagonists lose.

[Mandatory] [Loop Start] If this Character's Secret Role has been revealed, it gets one Goodwill token.

Appears in Plots:

Circle of Friends (S),
Lurking Psychopath (S)

CONSPIRACY THEORIST

Max Limit: 1

Abilities:

[Optional] [Mastermind Ability] You may place 1 Unease token on a Character in this Location.

Appears in Plots:

An Unsettling Rumor (S),
Circle of Friends (S),
Paranoia Virus (S)

FACTOR

Max Limit: None

Optional Goodwill Refusal

Abilities:

[Mandatory] If the School has at least 2 Intrigue, this Character gets the abilities of the Conspiracy Theorist.

[Mandatory] If the City has at least 2 Intrigue, this Character gets the abilities of the Key Person.

Appears in Plots:

Unknown Factor (S)

LOVED ONE

Max Limit: None

Abilities:

[Mandatory] [Always] If the Lover dies, this Character gets 6 Unease.

[Optional] [Day End] If this Character has at least 3 Unease and 1 Intrigue, you may kill the Protagonists.

Appears in Plots:

A Love Affair (S)

HOMICIDE

Effect:

One Character in the same Location as the culprit dies.

FOUL EVIL

Effect:

Place 2 Intrigue on the Shrine.

BUTTERFLY EFFECT

Effect:

Place a token of your choice (Goodwill, Unease, Intrigue) on any Character in the culprit's Location.

INCREASING UNEASE

Effect:

Place 2 Unease on any Character, then 1 Intrigue on any other Character.

FARAWAY MURDER

Effect:

One Character with at least 2 Intrigue dies.

HOSPITAL HORROR

Effect:

If the Hospital has at least 1 Intrigue, every Character in the Hospital dies. Also, if the Hospital has at least 2 Intrigue, the Protagonists die.

SUICIDE

Effect:

The culprit dies.

MISSING PERSON

Effect:

Move the culprit to any (legal) Location. Then place 1 Intrigue on that Location.

TRANSFER FRIENDSHIP

Effect:

Remove up to 2 Goodwill from any Character, then place those Goodwill on any other Character.

General Info About the Secret Roles

Some comments on what both Protagonists and Mastermind should pay attention to:

1. How many Characters are there that affect something when they die (Key Person, Friend, Factor, Lover, Loved One)
2. From where will you get Unease tokens (Conspiracy Theorist, Factor)
3. Did they die or not when alone with another Character (Serial Killer, Time Traveler)
4. Could they use the Goodwill ability or not (Cultist, Witch)
5. What roles can you keep secret for the Final Guess (Killer, Brain, Conspiracy Theorist)

RULES FOR 2 PLAYERS

One player plays the Mastermind and the other, the Protagonist. The Protagonist will have all 3 decks of cards and will play one card from each deck. Note that this version gives the Protagonist a slight advantage over the Mastermind. For example, the Protagonist will not end up playing two "Forbidden Intrigue" cards on the same day, which would nullify each other.

RULES FOR 3 PLAYERS

In this version, there will be one Mastermind and two Protagonists. However, the Protagonist Leader of each day will play one card each from two Protagonist decks. And when the Leader card is passed, they will also pass one deck of Protagonist cards over to the next person.

TURN SUMMARY

Day Start – Morning

- Resolve effects with [Day Start] timing.

Mastermind Actions

- Plays 3 cards facedown on Characters/Locations
- (max 1 on each spot)

Protagonists Actions

- Each Protagonist plays 1 card facedown on Characters/Locations
- (max 1 Protagonist card on the same spot as another Protagonist card)

Cards are Resolved

- Reveal and resolve all Action cards. Return all cards to owners' hands (except 🗡️ cards).

Mastermind Abilities

- Uses abilities with [Mastermind Ability] timing.
- Leader Uses Goodwill Abilities
- Leader declares which abilities they use, and any targets. Mastermind resolves the effects. May/must refuse to resolve if the Character has Optional/Mandatory Goodwill Refusal.

Incidents Happen

- If there is an Incident for this day, announce if it happens or not (culprit is alive and has enough Unease), and then resolve if possible.

Switch Leader

- Leader gives Leader card to next player in turn.

Day End – Night

- Resolve effects with [Day End] timing.
- If this was not the last day: Go to Day Start of next day.
- If this was the last day: Go to Loop End.



CREDITS

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